OWL HOOT TRAIL

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Owl Hoot Trail, playtest edition 2.

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If you playtest this game, please fill out the form at http://drop.io/owl_hoot_trail or email me at crnixon@gmail.com with your feedback.

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HOW TO PLAY

Owl Hoot Trail is a roleplaying game set in a fantasy version of the American Wild West. If you have played *Dungeons & Dragons*, many things about this game will seem familiar.

In this game, the players act out the roles of interesting people in the game world. You might play a rough-ridin' cowboy, a fancy man or lady, a no-good horse thief, a steely-eyed lawman, a mysterious mentalist, or something else.

One person playing this game must be the *Game Master (GM)*. Everyone else is a player who controls one *player character (PC)* in the game. The GM controls all other characters and the environment.

The GM's Job

The GM's job is to prepare and run adventures. You are going to be in charge of everything that goes on in the game world. That doesn't mean that you have to plan out everything happening before you can play. It does mean that you have to have an idea about what the game world is like, some specific places and people within it, and how they will react to the PCs. There's many ways to prepare an adventure and many resources on the Internet to help you. Here it is in a nutshell.

Make up situations. Think up some situations where two people or groups of people want something at odds with each other. Here's some examples.

- Some greedy gold miners want to run off a feral tribe.
- A vampire lord is wanted by the law ... dead or alive!
- An iron dragon lives at the top of a mountain pass and eats anyone who tries to cross.

See the *Running the Game* section for more ideas and help creating situations.

Set up the adventure. Given a situation you've thought up, come up with the creatures and people involved. Write out game statistics for them and think about how they talk and act and react. Imagine the areas involved and sketch out some maps. Then, when the game starts, describe this to the players. You should decide where the PCs are at the beginning of the adventure.

Give the players hell. You will act out everybody and everything the PCs meet. Some will be friendly and that is part of the fun of the game. Some will not be friendly and that is also part of the fun. For a lot of people, that's the most fun. Don't pull punches. Have sneaky monsters who plan as well as the PCs do. Have dangerous environments full of pitfalls. Put the PCs in danger.

Reward the players. The players should be rewarding for thinking up clever solutions. You may well give them a situation they can't just shoot their way out of, and they should be rewarded in the game by thinking up a smart way out of it. You will also distribute *experience points (XP)* and treasure.

The Players' Job

As a player, you will have one character you control. Your job is to create that character at the beginning of the game and then decide what they do in the game. Your job is more self-explanatory than the GMs, but here are some things you should do.

Slay monsters and save the helpless. Your character isn't required to be a good person or a hero. With that said, it's assumed that when the chips are down, you will fight on the side of good for whatever reason you may have.

Work together. Your character might be a cold son-of-a-bitch, but remember that they are a character in a rough world and you are playing a game with friends. In the game world, the PCs might have arguments, but in the end they are a band of travelers with common goals.

Help the GM. The GM is in charge of the world, but you can help them out. First, play in their adventure. Don't go charging off into the brush when it's obvious they've made an adventure that goes into a mine. Second, let them know the kind of stuff you want to see in the game.

Be excited. You shouldn't hog the spotlight, but when it's time for your character to do something, do something cool. Be smart and keep your character from buying the farm, but don't cringe away from all danger. Describe what your character is doing with some detail. "I draw my Winston .45 and shoot the goblin in the shoulder" is more interesting than "I shoot him."

CHARACTER CREATION

Level
Write down 1 for your character's level and 0 for their experience points.

Ability Scores
Your character has 3 *ability scores*.

- **GRIT:** You got to be rough and tough.
- **SNAP:** You got to be quick and steady.
- **WITS:** You got to be awake and sharp.

All these abilities start at 0. You have 3 points to split between these abilities, with a maximum of 3 in any one. You may subtract 1 point from one or two abilities in order to gain points to add somewhere else.

Races
Read the *Character Races* section and then choose a *race* for your character. Record the race and any special racial abilities your character has.

Classes
Read the *Character Classes* section and then choose a *class* from your character. If you choose a Gadgeteer, Mentalist, Preacher, or Shaman, read the *Powers* section and section for your class's powers.

Skills
There are 5 skills: *Amity, Toughness, Learning, Wile,* and *Wilderness*. Your character's skill bonus in each of them is equal to their level plus any bonus due to their class or race. Record this and read the *Skills* section to learn more about how to use them.

Hit Points
Your character starts with 10 + their **GRIT** score in *hit points (HP)*.

Attack Bonuses
Your character has an attack bonus for each type of attack. Write down their totals.

- *Melee attack bonus* = **GRIT** + level
- *Missile attack bonus* = **SNAP** + level
- *Power attack bonus* = **WITS** + level

Defenses
Your character has a *Defense score*, which indicates how hard they are to hit and a *Mental Defense score*, which indicates how hard it is for the supernatural to influence their mind.

- *Defense score* = 10 + **SNAP** + level
- *Mental Defense score* = 10 + **WITS** + level

Equipment
Your character starts with $100 to spend on equipment. See the *Equipment* section to choose what your character will start with.

Weapons
Record the weapons you chose for your character, and other weapons they are likely to use, such as an improvised weapon or fists. Beside each of these, write down their combat information, including your character's attack bonus with them and their damage bonus. Note that you should add your character's **GRIT** to their melee weapon damage.

Finishing
If you haven't yet done so, name your character. Write down their characteristics, such as their age, hair and eye color, or anything else you like. Your character is complete.

CHARACTER RACES

Humans

Most folks are *humans*. Humans come in all shapes and sizes and can do what they want in life.

Humans get +1 to all skills. They start with an extra $50, and can be any class they want.

Half'ins

There's a whole passel of *Half'ins* out on the frontier. Half'ins are short, about 3 and a half feet on average and tend to be a little tubby. They like a good meal and a cold beer.

Half'ins can be Scouts, Ruffians, Scoundrels, Mentalists, Preachers, or Shamans.

They get +1 to **SNAP** and a +1 to Amity. They also get a +1 to their Defense score for being so small.

Ferals

Before humans came out West, *ferals* had been living here a long time. There's all types of ferals, and some get by with humans alright and some don't. It's not easy to tell which tribes are which.

Most ferals live in the the wild, but they trade in town. A few end up living in town and taking up human ways. They can make a baby with humans, but it ends up just being a real good-looking human.

Ferals look like lean, rawboned humans with sunken cheeks and pointed ears.

They can be Scouts, Gunslingers, Ruffians, Scoundrels, Mentalists, or Shamans.

They get +1 to **WITS** and a +1 to Wilderness. Ferals also get a +1 to shoot any bow.

Hill Folk

Hill folk, or dwarves, are damn good miners and even better brewers. They're about 4 feet tall and almost always have large beards. Their women-folk don't come down from the hills and their forts are built to be real defensible.

Hill folk get along with humans alright, though. They do a lot of trading and enjoy a lot of the same things humans do. They are very literal-minded, but enjoy a straight-forward joke.

Hill folk can be Lawmen (legally, they're lawmen in their own settlements, not in human settlements), Scouts, Gunslingers, Ruffians, Gadgeteers, or Preachers.

They get +1 to **GRIT** and a +1 to Toughness. Hill folk are also better at spotting underground traps and dangers. They can find these with a result of 4 through 6 on a roll of 1d6.

CHARACTER CLASSES

Lawman

Lawmen get a tin star and a license to keep order. They have a +1 bonus to Toughness and +2 to Amity. They don't get sick and get a +1 bonus to all defenses. This increases by +1 at 3rd level and every 3 levels on. Lawmen can detect if a soul's up to no good within 60' at will and can heal a body up to 2 hit points per level per day by sharing a drink. A Lawman can use any weapon. A character must be law-abiding to be a Lawman, and have at least a 1 in **GRIT** and in **WITS** besides.

Scout

Scouts make their home wherever they may roam. They gain a +3 bonus to Wilderness and a +1 bonus to hit at range 3 and above. At fourth level a Scout may find himself a wild animal to tame and be a loyal companion provided he is rough enough to tame it. Scouts use 1-handed melee weapons, bows and crossbows. They can use all firearms. A scout can use two 1-handed melee weapons at the same time, making an attack with each if they take a -2 on each attack roll. A character's got to have a 1 or better in **GRIT** to be a Scout.

Gunslinger

Gunslingers solve most disputes with bullets. They gain a +2 bonus to Toughness and a +1 to Wile. They get a +1 bonus to all damage rolls with guns. Damage bonus increases by +1 at 3rd level and every 3 levels on. A gunslinger can hold a pistol in each hand and attack with both in the same combat round if they take a -2 on each attack roll. Gunslingers use 1-handed melee weapons and any gun that's still got a bullet left. A character's got to have at least a 1 in **SNAP** to be a Gunslinger.

Ruffian

Ruffians can fight with just about anything they can get their hands on. They gain a +3 bonus to Toughness. Ruffians have a special Dirty Fighting attack. It does 1d6 + **GRIT** damage, increasing by one die type at 3rd level and every 3 levels on. They can fight with anything (kicks, punches, chairs, etc.) A Ruffian can be enraged once per day which adds 3 to **GRIT** but subtracts 3 from **WITS**, lasting 1 round/level. Ruffians use all melee weapons and can use pistols. A character's got to have a 1 or more in **GRIT** to be a Ruffian.

Scoundrel

Scoundrels are no-good cheats and backstabbers. They have a +3 bonus to Wile. If they successfully sneak up on a foe (usually Wile + **SNAP**, but depends on situation) they can add their Wile skill rank to the damage of their first attack. Scoundrels can use their **SNAP** + level as their melee attack bonus instead of **GRIT** + level if they are using a 1-handed weapon. A scoundrel can use any melee weapon except a sword, as that's a gentleman's weapon. They can use pistols and shotguns. A character's got to have a minimum of 1 in **SNAP** to be a Scoundrel.

Gadgeteer

Gadgeteers can make outlandish contraptions that can produce effects one might call magical. They get a +3 bonus to Learning. Gadgeteers use 1-handed melee weapons and crossbows. They can use one firearm of their liking. A character's got to have at least a 1 in **WITS** and in **SNAP** to be a Gadgeteer.

Mentalist

Mentalists employ magics of a bewildering nature. They gain +3 bonus to Wile. A Mentalist's tricks are of the enchanting, illusionary, and mind-affecting type. They can use 1-handed weapons and pistols. A character's got to have a 1 or better in **WITS** to be a Mentalist.

Preacher

Preachers tote the word of the All-Mighty the way others tote their shooters. They gain a +3 bonus to Amity. Their prayers have a miraculous effect. Preachers aren't the murdering type, so they don't carry pistols. They can defend themselves with anything that doesn't draw blood: whips, staves, clubs, and hammers. A Preacher can use a bow or a rifle for hunting and self-defense. A character's got to have a minimum of 1 in **WITS** to be a Preacher.

Shaman

Shamans talk to otherworldly spirits to protect the frontier. They gain a +3 bonus to Wilderness. Shamans can call on their spirits to perform mystic acts. They use 1-handed melee weapons. They also use bows and crossbows and one firearm of choice. A character's got to have at least a 1 in **WITS** and in **GRIT** to be a Shaman.

SKILLS

Skill Ranks and Tests

There are just 5 skills: Amity, Learning, Toughness, Wile, and Wilderness. Each of them has a *skill rank*.

- *Skill rank* = level + race bonus + class bonus

To test a skill, you must make a skill roll to beat a Difficulty Class (DC) determined by the GM.

- *Skill roll* = d20 + skill rank + whatever ability bonus is most applicable + situation modifiers

Determining Difficulty Class

The Difficulty Class of a skill test can be determined from these rough guidelines.

- *Easy:* DC 10 (or no test at all most of the time)
- *Normal:* DC 15
- *Hard:* DC 20
- *Very Hard:* DC 25
- Add +5 for anything above that.

These are subjective. You can increase or decrease them in increments less than 5 if you like.

If two characters are competing, both players roll and then compare their totals to determine the winner.

Amity

Hard looks and few words don't always work. Sometimes, you need to make friends. A smile and good cheer can help you get a good deal on that shotgun, get someone to spill the beans, or calm down a rough situation.

For example, talking a soul into giving you the location of their employer who you plan to gun down would be Amity + **WITS**. Recovering from a faux pas in front of a fancy lady from Back East would be Amity + **SNAP**. Gathering up a band of loyal gunmen to back you up would be Amity + **GRIT**.

Learning

An education can serve you well on the frontier. Someone's got to know the law, practice medicine, speak foreign languages, and the like.

For example, keeping your friend off the gallows by citing a technicality or a flaw in the charges no one else saw would use Learning + **SNAP**. Translating High Elf scratchings on an old cave wall would be Learning + **WITS**. Pulling a bullet out of a man's gut so he doesn't die would be Learning + **GRIT**.

Toughness

All sorts of things can test a body out on the frontier. There's cliffs to climb, deserts to cross, mind tricks to resist, and steers to wrestle.

For example, climbing would use Toughness + **GRIT**. Dodging a falling rock is Toughness + **SNAP**. Disbelieving a mirage in the hot desert would be Toughness + **WITS**.

Wile

A poker face can win you a lot more than the pot when you know how to use it. It can keep you out of the jailhouse or in someone's bed. Being a wily son-of-a-gun is a good way to sneak out the back of a saloon or behind a gunman.

For example, bluffing your way into winning a poker hand when all you've got is a pair of fives is Wile + **WITS**. Staring down an armed gunman and convincing them they don't want to open your box of trouble is Wile + **GRIT**. Sneaking up on a fellow would be Wile + **SNAP**.

Wilderness

Learning will get you so far, but it doesn't prepare you for staying alive in the wilds. You need to know how to hunt a critter, what plants to eat, and how to get clean water.

For example, hunting down a wild boar would use Wilderness + **SNAP**. Knowing how to treat a snakebite could use Wilderness + **WITS**. Crossing the plains half-dead on top of a horse with the blazing sun at your back would use Wilderness + **GRIT**.

Other

For unclear situations, roll high on a d6, or roll a d20 + ability bonus + level versus a DC.

POWERS

Gadgeteers, Mentalists, Preachers, and Shamans all have lists of powers they can use. They learn a new power every level, and they start with a number equal to their **WITS**. They can learn and use any power on their list with a rank equal or below 1/2 their level rounded up.

During Character Creation

Choose a set of 1st rank powers for your character's class equal to their **WITS**. Choose one of those powers as a *signature power* for your character.

Mentalists and Preachers

For Mentalists and Preachers, using powers costs Hit Points. The cost is 1 + double the rank of the power being used. They can choose one signature power out of each rank that they prefer to use. These powers cost 1 less HP to use. They cannot use a power if they do not have the HP to do so. If a character goes to 0 HP by using a power, they immediately pass out for 2d6 rounds.

Gadgeteers and Shamans

Gadgeteers and Shamans have to appease the whims of science and the spirit world. When they use a power, they have to make a *burnout roll*. They roll d20 + their level + their **WITS**. If they roll 15 + double the power rank or more, the power goes off immediately and they can use the power again later. If they roll less than 15 + double the power level, the power works but doesn't go off until next round, and they temporarily lose that power. A roll of 1 on the d20 is always a failure.

Gadgeeters and Shamans can *push* their signature power, trading the use of the power for greater effect. They can gain +5 on the power attack roll, or act as if they are one higher level when calculating the power's effect. For example, a 1st level Gadgeeter with the signature power of Force Field can have their force field work for 2 hours instead of 1 hour. They must decide to push their power before making the burnout roll, although than can choose to push after the attack or effect rolls. The power burns out, although it goes off immediately.

In order to get their powers back, a Gadgeteer has got to recharge their batteries and a Shaman has got to have a ritual to call their spirits. This recharging or ritual costs $10 times the level of power they are trying to recharge because of the metals or incense or whatever that they've got to get together. It takes a good 4 waking hours to deal with all this.

Attacking With Powers

Any power that would affect another character requires a power attack roll. If it is a physical attack, like a flaming sphere or shaft of searing light, roll against the target's Defense score. If it is some other sort of attack, like putting someone to sleep or causing them to flee in fear, roll versus their Mental Defense score.

You do not have to roll if the effect is beneficial to the target. The target's player is the judge of this.

Default Assumptions About Powers

The power descriptions are very short, so you may have to make some assumptions in order to use them. Unless otherwise stated, the target of a power must be within 1 zone of your character. The target of a power is usually 1 person, either your character or another character.

GADGETEER POWERS

Gadgets are usually given colorful names by the gadgeteer. The names used here are simple ways to reference the gadget's effect in the game.

1st Rank Gadgets

Energy Blast: Range 0-1. 1d4+1 damage; +1 blast per two levels above 1st (max 5). Automatically hits; no attack roll.

Light: Object shines like a lantern for 1 turn per level.

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb. per level. Lasts for 1 hour per level and follows the gadgeeter.

Force Field: Gives subject +4 Defense bonus for 1 hour/level.

Shocking Grasp: Touch delivers 1d6 per level electric shock damage (max 5d6).

Slow Fall: Objects or creatures fall slowly for 1 round per level or until landing.

2nd Rank Gadgets

Acid Arrow: Range 0-2. 2d4 damage for 1 round + 1 round per three levels.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round per level. Gadgeteer can attack with ball each round.

Invisibility: Subject is invisible for 1 minute per level or until it attacks.

Levitate: Subject moves up and down 10 feet per round at gadgeteer's command for 1 minute/level. 100 ft max.

Spider Climb: Grants ability to walk on walls and ceilings for 10 minutes per level.

Unlock: Opens locked door, even if locked by a power.

3rd Rank Gadgets

Fireball: Range 1-3. 1d6 damage per level, 20 foot radius. Must roll power attack versus each creature in area.

Fly: Subject flies at running speed for 1 minute per level.

Freeze Ray: Range 0-3. Humanoid is frozen in place and cannot even speak for 1 turn per level.

Lightning Bolt: Range 0-3. Electricity deals 1d6 per level damage.

Night Sight: Subject can see in the dark for 1 hour/level.

Vampire Device: Touch deals 1d6 per two levels damage; caster gains damage as temporary HP which last for 1 hour.

4th Rank Gadgets

Dimension Door: Teleports you short distance.

Ghost Eye: Invisible floating eye moves 30 ft./round for 1 minute per level.

Hailstorm: Giant hail falls down over 2 zones for 1 round per level. 3d6 damage per round.

Horrific Tentacles: Tentacles grapple all within 20 ft. spread for 1 round per level.

Polymorph: Gives one willing subject a new form for 1 minute per level.

Stoneskin: Ignore 10 points of damage per attack. Lasts for 1 turn/level or until 100 points of damage absorbed.

5th Rank Gadgets

Artificial Mind: Lets you ask one question and get cryptic but truthful answer.

Cloudkill: Poison cloud kills creatures of level 3 or less; injures others. Lasts for 1 minute per level.

Devolution: Subject's **WITS** score drops to -3 for 1 turn per level.

Passwall: Creates passage through wood or stone wall for 1 hour per level.

Teleport: Sends willing target up to 100 miles per level.

MENTALIST POWERS

Common Mentalist Tricks

All mentalists can perform these at will for 1 HP.

Dancing Lights: Creates lights for 1 minute.

Ghost Sound: Figment sounds for 1 round per level.

Prestidigitation: Perform minor tricks.

1st Rank Tricks

Charm Person: Makes one person a friend for 1 hour per level.

Disguise Self: Appearance changes for 10 minutes/level.

Hypnotism: Fascinates 2d4 total levels of creatures for 2d4 rounds.

Silent Illusion: Creates minor illusion of your design while you concentrate.

Sleep: Puts 4 total levels of people or creatures into deep slumber for 1 minute per level.

Ventriloquism: Throws voice for 1 minute per level.

2nd Rank Tricks

ESP: Detect surface thoughts of anyone you can see and concentrate on for 1 turn per level. Can change target.

Hideous Laughter: Subject loses actions for 1 round per level.

Hypnotic Pattern: Fascinates 2d4+level total levels of creatures for concentration plus 2 rounds.

Minor Illusion: As Silent Image plus some sound.

Mirror Image: Creates 1d4+1 ghostly decoys of you for 1 minute per level.

Sixth Sense: Automatically sense danger and others' ill will toward you for 1 turn per level. Only surprised on a 1.

3rd Rank Tricks

Clairvoyance: See through the eyes of another living creature for 1 turn per level.

Deep Slumber: Puts 10 total levels of creatures to sleep for 1 minute per level.

Halt: Person is frozen in place and cannot even speak without your permission for 1 turn per level.

Major Illusion: As minor image, plus sound, smell, and thermal effects.

Suggestion: Compels subject to follow stated course of action for 1 hour per level or until completed.

4th Rank Tricks

Confusion: Subjects behave oddly for 1 round/level.

Great Charm: Make one person or creature believe it is your ally for 1 day/level.

Invisible Killer: Dread spirit does 4d6 damage to subject.

Mind Travel: See and hear another area up to 1 mile away per level for 1 turn per level.

Rainbow Pattern: Lights fascinate all who see them for concentration plus 1 round per level.

5th Rank Tricks

Dominate Person: Controls subject telepathically for 1 day per level.

Persistent Illusion: As major illusion, but no concentration required; 1 minute/level.

Seeming: Changes appearance of 1 person per 2 levels for 12 hours.

Sending: Delivers short message anywhere, instantly.

Weaken Mind: Subject's **WITS** score drops to -4 for 1 day per level. At -4, humanoids cannot form sentences and talk with single-syllable words.

PREACHER POWERS

1st Rank Prayers

Arise: One knocked out ally is immediately awakened.

Armor of God: Aura grants preacher +2 Defense bonus for 1 minute per level.

Bless: Allies gain +1 on attack rolls and skill checks for 1 min./level.

Blessed Lead: Three bullets gain +1 on attack and damage. Lasts for 30 minutes or until discharged.

Divine Favor: The preacher gains +1 per three levels on attack and damage rolls for 1 minute.

Inspire: Gives 1d6+level temporary HP (max +5) to ally.

Light: Object shines like a lantern for 1 turn/level.

Purify Food and Drink: Purifies enough food and water for 2 people/level.

Rebuke Undead: One group of undead fears the preacher, staying in the shadows and refusing to attack.

2nd Rank Prayers

Aid: Ally gains +1 on attack rolls, Defense, and skill checks, 1d8+level temporary HP (max +10).

Delay Poison: Stops poison in system from harming subject for 1 hour/level.

Gentle Repose: Preserves one corpse from decay for 1 day/level.

Remove Paralysis: Frees one or more creatures from paralysis or slow effect.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

3rd Rank Prayers

Create Food and Water: Feeds three humans (or one horse) per level.

Prayer: Allies get a +1 bonus on most rolls, enemies take a –1 penalty for 1 round/level.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/2 levels damage, or 1d8/level against undead.

Speak with Dead: One corpse answers one question per 2 levels.

Stop Bleeding: Halt the flow of blood from all of one body's wounds by touching them.

Tongues: Speak any language for 1 turn per level.

4th Rank Prayers

Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.

Freedom of Movement: Subject moves normally despite impediments for 1 turn per level.

Heal: Heal one major injury by touch.

Neutralize Poison: Immunizes subject against poison for 1 turn per level, detoxifies venom in or on subject.

Restoration: Restores level and ability score drains.

5th Rank Prayers

Atonement: Removes burden of misdeeds from subject.

Commune: Deity answers one yes-or-no question per 2 levels.

Flame Strike: Smite foes with divine fire. 1d6 per level damage to a group of foes.

Raise Dead: Restores life to subject who died no more than one day/level ago. Gentle Repose can double this.

True Seeing: Lets you see all things as they really are for 1 min./level.

Wrath of God: Cause an injury in one target.

SHAMAN POWERS

1st Rank Spirits

Animal Spirit: You can communicate with animals for 1 minute per level.

Flame Spirit: 1d6 damage +1 per level, touch or thrown. Range 0-1.

Mending Spirit: Make repairs on an object.

Mist Spirit: Fog surrounds you, provides concealment for 1 minute per level.

Plant Spirit: Plants entangle everyone in 40' radius for 1 minute per level.

Smelling Spirit: Detect poison in one creature or object.

2nd Rank Spirits

Calm Animal Spirit: Make one normal animal your friend for 1 hour per level.

Metal Spirit: Makes metal so hot it damages those who touch it. 1 round / level, gains 1d6 damage per round, max 4d6.

Swarm Spirit: Summons swarm of bats, rats, or spiders for concentration plus 2 rounds.

Tree Spirit: You look exactly like a tree for 1 hour per level.

Warp Spirit: Bends wood within 20' radius.

Zephyr Spirit: Blows away or knocks down smaller creatures.

3rd Rank Spirits

Dead Spirit: Communicate with the dead. DC 10 + 1 per year dead. Dead may be hostile.

Greater Plant Spirit: For 1 hour per level, creatures in zone take 1d6+3 damage to move, may be slowed.

Stone Spirit: Sculpts stone into any shape.

Storm Spirit: Calls down 3d6 damage lightning bolts from the sky once per round for 1 minute per level.

Water Spirit: Subjects can breath under water for 2 hours per level divided by number of subjects.

Weapon Spirit: Cause a weapon to do an extra 1d6 damage for 1 round per level.

4th Rank Spirits

Air Spirit: Subject treads on air for 1 turn per level.

Greater Dead Spirits: Creates level x 2 total levels of undead skeletons or zombies from corpses. Undead obey simple commands.

Ice Spirit: Hail does 5d6 damage to everything in 2 areas.

Reincarnate: Brings dead subject back in random body.

Stone Spirit: Stone spikes cause all creatures in zone to take 1d8 damage and they are slowed.

5th Rank Spirits

Awaken Spirit: Animal or tree gains human intellect.

Ancient Spirit: You may ask ancient spirit 1 yes-or-no question per level. Spirit may not know all answers. Spirit may be cryptic. Takes 1 turn to use this power.

Greater Storm Spirit: As Storm Spirit, but does 5d6 per bolt.

Greater Flame Spirit: Creates barrier of fire; deals 2d6 + level per round fire damage over entire zone. Lasts 1 round per level.

Plague Spirit: 1d6 locust swarms attack creatures for 1 minute per level.

Quest Spirit: Place a command on a creature to carry out a service. Creature must be able to understand you. Creature will not kill itself. Creature must follow instructions until quest is complete or take 2d6 damage per day *and* be unable to recover HP.

EQUIPMENT

The price of a piece of equipment varies wildly on the frontier, depending on quality, scarcity, the look on your face, and the drunkenness of the shopkeep. Any prices here are roughly fair and not likely to reflect prices in the game after you buy your character's initial equipment.

There's no way to list here on one page everything a character might need. My recommendation to you is to find an old 1890's Sears & Roebuck or Montgomery Ward catalog. They sell reproductions of these cheap. Take prices from there and multiply by 10.

Dry Goods

Backpack, $5.
Bedroll, $1.
Bandolier, holds 50 bullets, $5.
Blanket, $1.
Books on subjects such as accounting, botany, cooking, history, mechanics, or other sciences, $10-40.
Boots, $20.
Clothes, a set for walking around in, $25.
Coat, leather, $50.
Holster, $3.
Holster, quick-draw-style (always win initiative ties), $6.
Holy book, pocket-sized, $10.
Holy book, gilt edged, fancy hardback, $85.
Journal book, $5.
Pack of cards, $5.
Paper, 10 sheets, $4.
Rope, 50', $1.
Sack, small, $0.25.
Sack, large, $1.50.
Shoes, $12.
Shoes, dress, $35.
Suit, Sunday, $80.
Suit, for a fancy-pants, $115.
Waterskin, $1.

Food and Shelter

Pemican (trail rations), 1 day's worth, $2.
Unpreserved rations, 1 day's worth, $0.75.
OK meal, $0.25.
Fancy meal, $5 or more.
Hotel room, 1 night, $10-100.

Hardware

Flask, $0.50.
Hammer, small, $2.
Ink, 1 oz., $8.
Lantern, $10.
Manacles, $15.
Mirror, hand, $5.
Oil, 1 flask, $2.
Padlock, $20.
Pick, miner's, $3.
Pole, 10 ft., $0.50.
Spikes, iron, 12, $2.

Tack

Bit and bridle, $10.
Hackamore, $8.
Halter, $4.
Saddle, $45 to $250.
Saddlebags, $10.

Animals

Dog: You can find a dog that'll follow you around for the price of a slice of ham. If you want a well-trained dog, one that'll stand guard and protect a man, expect to shell out about $25.

Donkey: A donkey's a good beast of burden and can walk all day without tiring much. A donkey'll cost you between $15 for a run-down old jenny up to $100 for a tough jack. A breeding jack can cost up to $250.

Horse: You can get a no-good horse for as cheap at $20 if you know who to talk to. It won't ride worth a damn, though. If you want a horse you can ride cross-country all day, you'll pay $50 easy, $75 if you want one that has a lick of sense around cattle. A messenger horse, one that a mail boy would ride, running it hard all day, can cost $150 or $200. A lot of those boys work 3 or 4 years to pay off their horse. And, of course, a breeding horse can go for sums of money you've never seen before, $1000 or more.

Mule: A mule can be as big as a horse, as stubborn as a donkey, and as smart as a dog. You can ride a mule, and some say it's smoother than a good horse, although a mule often as not thinks it's smarter than its rider. For packing and riding in mountains, though, a mule can't be beat. You won't find any cheap mules, but you won't find any too expensive, either. A mule will run you $40 for a smaller or more ornery one, up to $250 for a prize mule.

WEAPONS

Melee Weapons

Punching or kicking: 1d3 damage; free as the day you were born.

Hunting knife or large pocket knife: 1d4 damage; $5.

Throwing knife: 1d4 damage; thrown range of 0; $6.

Bowie knife: 1d6 damage; $12.

Hatchet: 1d6 damage; thrown range of 0; $6.

Club or wooden beam: 1d4 damage; $1.

Walking staff: 1d4+1 damage; 2-handed; +1 to climbing or walking; $4.

Whip: 1d3 damage; 1-handed; $10. Uses **SNAP** + level to attack. Can knock things out of people's hands with an attack instead of doing damage. Can grab things if hit with a hard **SNAP** + Wile test.

Axe handle: 1d6 damage; 2-handed; $2.

Axe: 1d8 damage; 2-handed; $10.

Hammer, 4-pound: 1d4 damage; thrown range of 0; $4.

Hammer, 10-pound: 1d6+1 damage; 2-handed; $8. Requires **GRIT** of 1.

Saber or other one-handed sword: 1d8 damage; $75.

Widowmaker sword: 1d10 damage; 2-handed; $130.

Most improvised weapons: 1d4 damage.

Bows

Hunting bow: 1d6 damage; range of 1-3; $25.

Long bow, feral-made: 1d6+**GRIT** damage; range of 1-4; $70. Requires **GRIT** of 1.

Crossbow: 1d6 damage; range of 1-4; takes 1 round to reload; $30.

Heavy crossbow: 2d4+2 damage; range of 1-4; takes 3 - **GRIT** rounds to reload, minimum of 1; $50.

Guns

Yellow Jacket .22-cal revolver: 1d4+1 damage; range of 0; 7 shot, $10.

Hamilton Improved Double-Action .32-cal revolver: 1d6 damage; range of 0-1, 6 shot, $18. Known to explode on a roll of 1.

Thames Arms Self-Cocking .32-cal revolver: 1d6 damage; range 0-1; 6 shot; $30.

Mustang's Frontier Sliding Ejector .38-cal revolver: 1d6+1 damage; range 0-1; 5 shot, $35.

Mustang's Army Service Pistol .41-cal: Now available for sale to all! 2d4 damage; range 0-1; 6 shot; $65.

Surti & Sfinni Classic .45-cal revolver: Made by the Hill Folk. 2d6 damage; range 0-2; 5 shot; $130. Requires **GRIT** of 1. Lifetime guarantee.

Bulfinch & Hammersmith's "Foghorn" .50-cal revolver: 2d6+2 damage; range of 0-2; 5 shot; $200. $25 extra for pearl stock. Requires **GRIT** of 2.

***Blued finish* on all the above $5 extra.**

Mustang's Lightning Jr .22-cal rifle: 1d4+1 damage; range 2-3; 15 shot; $40.

Mustang's Lightning Rifles: Comes in .32, .38, and .45 calibers (1d6+2/1d6+3/2d6+2). Range 2-3; 15 shot; $70/85/140.

Wyvern Breech-Loading Shotgun: 3d6 at range 0; 2d4 at range 1; 1d6 at range 2; range of 0-1; single shot; $50.

Hellhound Shotgun: 3d6 at range 0, 2d6 at range 1, 1d6 at range 2; range of 0-1; 2 shot; $120. Special order "Cerberus" 3-shot edition; $250. Can fire all barrels at once.

Dragon Rifle: 2d8 + 5 damage; range of 3-5; ammo capacity of 1; .65-caliber. For big game. $285.

Ammunition

.22-cal, box of 50, $5.
.32-cal, box of 50, $10.
.38-cal or .41-cal, box of 50, $15.
.45-cal or .50-cal, box of 50, $22.
.65-cal: box of 10. $10.
Shotgun shells: a box of 20, $10. Can get standard buck-shot or bird-shot. Birdshot loses one in range, and does half damage, but has +5 to hit.
Arrows and crossbow bolts, dozen, $3.

COMBAT

Combat is conducted in *rounds*. Rounds are an abstract measure of time, usually between 2 and 10 seconds.

Zones

In combat, the landscape your characters are on is split up into *zones*. Zones are areas demarcated by natural barriers or by the general length a character could run in 5-10 seconds. See the sample combat maps for examples.

Missile weapons have a range they can fire under ideal conditions. Your character can fire one zone closer or further than their weapon's range with a -2 penalty, and 2 or more zones closer with a -5 penalty. They cannot fire more than one zone past their weapon's range.

Actions

Your character can perform one of the following *combat actions* each round:

- Swing a weapon, throw a punch, or the like
- Shoot a gun, crossbow, bow, or throw a weapon
- Reload a weapon
- Run from one zone to an adjacent one
- Provide cover fire
- Use a skill
- Use a power

There are other actions your character can perform for free. They can draw a weapon, run within one zone, dive for cover, stand up, or talk.

Order of Actions in a Round

At the beginning of each round, all players and the GM must declare what their characters are doing. The side with more characters in total declares first. If a character is doing something with a target (attacking someone or moving from one zone to another), that target must be declared.

After all actions are declared, each player rolls *initiative* for their character, which is a d6 + **SNAP**. The GM can roll for each of their characters, or if there is a group of like characters, they can roll once for the whole group. Subtract 1 from your character's initiative for each of the following they are doing:

- Drawing a weapon
- Moving within a zone
- Using a rifle
- Using a heavy melee weapon

Conduct each character's action in order from the highest initiative to the lowest initiative. If an action before your character's prevents their declared action, they can only perform free actions. If your character is running between zones or providing cover fire, you do not have to roll initiative. They are considered to be running or covering the entire round.

Attacking

If your character attacks in melee, throws or fires a missile weapon, or uses a power against someone else, you must make an *attack roll*. Roll a d20 and add the appropriate attack bonus. If your character is attacking with a melee or missile weapon, you must roll equal to or greater than their opponent's Defense score in order to hit the opponent. If your character is using a power, that power will tell you what defense score you must roll equal to or greater than. If you hit, see *Damage and Injury* to see what to do. If you roll a 20 on the d20 before adding the attack bonus, your character scores a *critical hit* on their opponent.

Cover Fire

In order to provide cover fire, your character must have a gun. Your character can provide cover fire for one other character who is moving. If any other character shoots at them while they are moving, your character can fire at the shooter first.

Penalties

There may be circumstances that make actions in combat more difficult. The most common one is that an opponent has some sort of cover, like a door, a barrel, or rocks. If an opponent has only partial cover, your character has a penalty of -2 to shoot them. If they have near complete cover, your character has a penalty of -5. The GM should use this same logic for other penalties.

Firing into a Crowd

If your character fires into a crowd, their target is considered to have partial cover. If they miss, they have a 50% chance to hit a random bystander.

DAMAGE AND INJURY

Damage

When your character hits another character in combat, they do damage to that character's hit points. Your character's weapon or power will show you what to roll for damage. Add your character's **GRIT** to melee damage. Subtract this damage from your opponent's HP.

If this reduces their HP to 0 or lower, you have caused your opponent an *injury*. Any damage taken when a character's HP are at 0 causes another injury.

Critical Hits

If you roll a 20 when seeing if your character hits their opponent, your character makes a critical hit. Roll your damage normally. The opponent takes this damage and also takes an injury.

Injuries

Roll 2d6 and consult the Injury Table to see the effects of a character's injury. If the character already has an injury, add 1 to the result for each previous injury. All of these options are abstract and should be described by the GM and players as it makes sense.

Upon suffering a broken or severed limb, broken ribs, or fatal wound, a character is in shock. Each round, they can test Toughness + **WITS** versus a DC of 20 in order to overcome the shock & take some action.

Healing and Recovery

A character can recover all their HP by having a solid meal and getting a good night's sleep. Sleeping 3 hours on the trail between eating a pot of old beans and getting attacked by a band of ferals doesn't count.

Injuries take a good while to heal, as shown on the Injury Table. They will only heal correctly if set by someone with some medic training. Otherwise, a character will be crippled for life.

A character who has dealt with injured folk before can try to reduce the time it takes to heal. Each day, they can make a Learning + **WITS** test versus 10 + the number of days left to heal. If they succeed, that day counts as 2 days.

Gunshots and Stabbings

Almost all puncture wounds will induce bleeding as will stabbings. When taking an injury from a gunshot or stabbing, any result on the injury table that ends with *bleeding* results in serious bleeding that will eventually result in death if not stopped. If a bullet is lodged in the wound, it must be removed to prevent infection. To keep the injured above snakes, the wound must be heavily wrapped in the case of a serious injury, or have a tourniquet applied or be cauterized in the case of an even worse injury. A tourniquet can only be used on a limb, and that limb will almost certainly be lost.

Injury Table	
2	no effect
3	stunned, lose next action
4	knocked down
5	knocked down & stunned
6	minor injury, knocked out for 2d6 rounds
7	serious injury (broken limb, punctured artery), 1d6+2 days to heal, *bleeding*
8	major injury (broken ribs, perforated lung), 2d6+4 days to heal*, bleeding*
9	multiple major injuries or gruesome injury (severed limb, knee shot out), 2d8+6 days to heal, will never be 100% (exact effects up to GM)*, bleeding*
10	deadly wound, will die in 3d6 rounds unless bleeding stopped, will likely lose limb
11	fatal wound (gutted, stabbed through the heart, broken neck or back, etc), will die in 2d6 rounds
12+	instant death

TRAVELING

Time and Movement

When you need to track time in the game, you can use *turns*, which are equal to 10 minutes. These are used to measure movement and lingering effects from powers.

In one turn, a character can walk about 2000 feet. One turn out of every six should be spent resting in order to continue traveling at that speed, so characters can walk over clear land at about 2 miles per hour. It takes much longer to move through forest, over rocks, uphill, underground, or anywhere else where footing is unsure or visibility is not clear. The following list shows some example conditions and the rate at which characters can move per turn.

- *Creeping quietly over rocks in a twisty cave:* 100 feet
- *Walking through a forest or brush:* 400 feet
- *Forced march:* 3500 feet
- *Running:* 1 mile
- *Being heavily encumbered:* half speed

In eight hours of walking over clear land, a character should be able to travel 12-15 miles, depending on breaks. An eight-hour forced march over clear land would let a character travel 24-28 miles, and they will be exhausted. A forced march of that length would require at least a hard Toughness check.

Traveling by horse is much faster. A horse can walk at 3-4 miles per hour (MPH), trot at 8-10 MPH, canter at about 15 MPH, and run at 35-40 MPH. Horses need to make Toughness checks in order to canter and run all day.

Hazards and Situations

Characters will encounter many hazards and situations in their journeys. Here's a few.

Drowning: If a character is underwater and holding their breath, roll Toughness + **GRIT** every minute, starting at DC 10 and adding 5 at each check. If a check is failed, the character drowns and will die in 1 minute.

Falling: 1d6 damage per 10', half damage on a successful Toughness + **SNAP** roll. The DC is the depth fallen in feet.

Spikes: add +1 point to falling damage per 10' fallen, max +10.

Extreme Heat & Cold: If not wearing suitable protection, roll Wilderness + **GRIT** every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on failed rolls.

Poison: Roll Wilderness + **GRIT** to avoid or for half, depending on poison. Effect varies with poison type.

Bleeding: Lose 1d6 **GRIT** per hour. If **GRIT** reaches 0, character dies. Severe bleeding may be 1d6 **GRIT** per turn or even per minute. **GRIT** returns at rate of 1/day.

Cauterization: Roll Toughness + **GRIT** versus DC 20. If failed, lose one **GRIT** permanently and pass out.

Self-surgery: If a character has to remove a bullet from themselves, they'll need a knife, whiskey, and fire to cauterize the wound. Roll **GRIT** + Learning versus DC 20 to pull out the bullet. If failed, pass out for 1d6 turns and keep bleeding.

Surprise

Normally, a character needs to pass a Wile + **SNAP** check versus DC 10 + opponent's **WITS** + level in order to surprise them. When the situation is more complicated, like two groups on horseback suddenly meeting at a pass, each side rolls 1d6. On a roll of 1 or 2, that side is surprised and cannot act for the first round.

Chance Encounters

The players' characters will meet many other characters. The GM may have already determined how those characters feel about the PCs. If not, however, you can use the following list. Roll 2d6 and add the **WITS** of the main PC engaging with the other characters.

- *2:* Instant total hostility, characters attack
- *3-5:* Hostile wariness, will cautiously watch the PCs
- *6-8:* Uncertain or uncaring, reaction depends on role-play
- *9-11:* Affable, will consider reasonable offers
- *12+:* Characters seek friendship with PCs

Traps

Mines and other areas often have traps. If a character does something which could trigger a trap, roll a d6. The trap goes off on a 1 or a 2. If a character searches for a trap, roll a d6. They find it on a 5 or 6.

ADVANCEMENT

Experience Points

As characters go through adventures, they get better at the things they do. They earn *experience points* (XP) for their exploits. The table below shows how many XP a character needs to get to a certain level.

Gaining Experience Points

Characters gain experience points by having dangerous challenges. These challenges do not necessarily have to be physically dangerous. Lawing up a judge in order to keep one's self out of jail is plenty dangerous, for example.

Whenever a character succeeds at a moderately difficult challenge, they gain 200 experience points. When they succeed at a hard challenge, they gain 400 experience points. When they succeed at a deadly challenge, they gain 1000 experience points. When a character fails at any of the above, they get half that amount of XP.

A moderate challenge is one that uses up precious resources or time, but that the character has a fair chance of winning.

A hard challenge puts the character at real risk. They've still got a good chance, but it's not a fair fight any more. They could come out of this challenge losing a good deal of cash, pride, or skin.

A deadly challenge is what it sounds like. A body who takes on a deadly challenge usually has a chat with their Maker beforehand. A character in a deadly challenge has a real good chance of losing their life or their entire existence.

The amount of XP gained is up to the Game Master, who may choose amounts in between these three choices. The difficulty of a challenge may be determined after the challenge, when the GM can take stock of what happened. Experience is not split between characters: each character in a challenge gains the full amount of experience.

Gaining Levels

When your character has enough XP to gain a new level, consult the Advancement Table to see how many HP they now have. Your character will also increase all their skills, attack bonuses, and defenses. Depending on your character's class, they may gain other benefits.

Lawmen get a +1 bonus to all defenses at 1st, 3rd, 6th, and 9th levels.

Scouts may find a wild animal to tame at 3rd level. They must tame it by themselves. This animal, if its level is lower than the scout's, will gain a level every time the scout gains a level. In addition, this animal will gain +1 to its **WITS** at the scout's 5th and 8th levels.

Gunslingers get an +1 bonus to damage with guns at 1st, 3rd, 6th, and 9th levels.

Ruffians have a special Dirty Fighting attack. It does 1d6 + **GRIT** damage at 1st level and increases to 1d8 + **GRIT** at 3rd, 1d10 + **GRIT** as 6th, and 1d12 + **GRIT** at 9th level.

Scoundrels gain an extra +1 bonus to Wile at 3rd, 6th, and 9th levels.

Gadgeteers, Mentalists, Preachers, and Shamans learn a new power automatically whenever they gain a level. This power must have a rank equal to or below 1/2 their new level rounded up.

Advancement Table

Level	*XP*	*HP*
1st	0	**GRIT** + 10
2nd	2,000	**GRIT** + 14
3rd	5,000	**GRIT** + 18
4th	9,000	**GRIT** + 22
5th	14,000	**GRIT** + 26
6th	20,000	**GRIT** + 30
7th	27,000	**GRIT** + 33
8th	35,000	**GRIT** + 36
9th	45,000	**GRIT** + 38
10th	60,000	**GRIT** + 40

FOES AND MONSTERS

Humanoid foes can be created using the normal character creation system. For creatures, assign them abilities and a level. If it makes sense, give them powers or increased scores. Normal creatures get 5 HP per level; giant creatures and undead get 7 HP per level. The formula for HP is 10 + **GRIT** + (level - 1) x 5 or 7.) Intelligent creatures get +3 to one skill.

You can increase the level of any creature by adding levels. For every doubling of the creature's level, increase the die size of their damage (d4 goes to d6, d6 goes to d8, and so on.)

The undead do not receive injuries. They collapse at 0 HP.

Ant, Giant: Lvl 3, **GRIT** 0, **SNAP** 2, **WITS** -2, HP 20, Def 15, MDef 11. Bite +3 (1d6).

Bat, Giant: Lvl 2, **GRIT** 0, **SNAP** 4, **WITS** -3, HP 15, Def 16, MDef 9. Bite +2 (1d4).

Bear, Black: Lvl 4, **GRIT** 4, **SNAP** 2, **WITS** -2, HP 29, Def 16, MDef 12. Claw +8 (1d6+4) with followup bite +8 (1d8).

Bear, Cave: Lvl 7, **GRIT** 5, **SNAP** 2, **WITS** 0, HP 45, Def 19, MDef 17. Claw +12 (1d10+4) with followup claw +12 with followup bite +9 (1d12); or roar attack +12, causes all affected to lose next action.

Chupacabra: Lvl 8, **GRIT** 4, **SNAP** 5, **WITS** 1, HP 54, Def 23, MDef 19. Claw +12 (1d8+4) with followup bite +13 (2d6) or throw +12 (thrown 1d12 + 4 yards, take that much damage).

Goblin: Lvl 1, **GRIT** 0, **SNAP** 2, **WITS** 1, HP 10, Def 13, MDef 12. Weapon +1. In groups of three, each gains +1 to weapon and defense.

Ghoul: Lvl 3, **GRIT** 2, **SNAP** 1, **WITS** -1, HP 26, Def 14, MDef 12. Claw +4 (1d4+2, Toughness + **GRIT** vs DC 12 + ghoul's level test, paralyzed for 1d6 rounds on failure); or weapon. Eats human flesh.

Hangman Tree: Lvl 5, **GRIT** 5, **SNAP** -3, **WITS** -1, HP 43, Def 12, MDef 14. Strangle x4 +10 (1d6 each and lift from ground.)

Hellhound: Lvl 5, **GRIT** 3, **SNAP** 1, **WITS** 2, HP 33, Def 16, MDef 17. Bite +8 (1d6+3) with followup slam +8 (1d6+3 and knocked prone.)

Leech, Giant: Lvl 1, **GRIT** 1, **SNAP** -4, **WITS** -4, HP 11, Def 8, MDef 8. Sneak attack +2 vs. MDef (1d4+1), keep leeching blood automatically every round after that (1d4). If ripped off, 1d6 damage to victim. Can be burnt off.

Mummy: Lvl 6, **GRIT** 4, **SNAP** 0, **WITS** 1, HP 49, Def 16, MDef 17. Slam +10 (1d8+4) with followup punch or choke +10 (1d6+4, 1d4 rot damage for the next 1d4 rounds). If killed by a mummy, you become its undead slave. *Undead.*

Owlbear: Lvl 9, **GRIT** 5, **SNAP** 2, **WITS** 3, HP 55, Def 21, MDef 22. Claw +14 (1d8+5) with follow-up claw +14; with followup hug +11 (2d8+5); or Howl of Lament +12, all affected are saddened and all wild creatures who hear it come to see.

Rattlesnake: Lvl 1, **GRIT** 0, **SNAP** 2, **WITS** -3, HP 11, Def 13, MDef 8. Bite +1 (1d3, plus 1d6 poison damage each hour for the next 1d4 hours.)

Sand Dragon: Lvl 10, **GRIT** 8, **SNAP** 3, **WITS** 4, HP 81, Def 23, MDef 24. Crush +18 (1d12+8); or tail grab +13 (1d12) with followup fling +13 (2d6+8 or 1d6+4 if missed); or sand blast +18 (3d6 to all in front of it; can use once every 1d6 rounds.)

Skeleton: Lvl 1, **GRIT** 1, **SNAP** 1, **WITS** -3, HP 11, Def 14, MDef 8. Weapon +2 (dam+1). *Undead.*

Spectre: Lvl 4, **GRIT** 3, **SNAP** 2, **WITS** 1, HP 34, Def 16, MDef 15. Soul-suck +7 (1d8). Cannot be harmed by normal weapons. *Undead.*

Spider, Giant: Lvl 6, **GRIT** 1, **SNAP** 5, **WITS** -1, HP 36, Def 21, MDef 15. Shoot web +11 (1d6, range 0-1) with followup entangle +7 (lose next action); or bite +7 (1d6+1, plus 1d6 poison damage for the next 1d4 rounds.)

Vampire: Lvl 4, **GRIT** 2, **SNAP** 3, **WITS** 3, HP 33, Def 17, MDef 17. Slam +6 (1d6+2); or weapon; or grapple +6 (1d4) with followup bite +6 (1d6 and adds to vampire's HP.) *Undead.*

Werewolf: Lvl 3, **GRIT** 4, **SNAP** 3, **WITS** 2, HP 24, Def 16, MDef 15. Claw +7 (1d8+4).

Wolf: Lvl 2, **GRIT** 2, **SNAP** 2, **WITS** -1, HP 17, Def 14, MDef 11. Bite +4 (1d6+2).

Zombie: Lvl 2, **GRIT** 2, **SNAP** 0, **WITS** -4, HP 19, Def 12, MDef 8. Slam +4 (1d6 +2) or weapon. *Undead.*

RUNNING THE GAME

In the *How to Play* section, the GM's job is summarized as the following:

- Make up situations.
- Set up the adventure.
- Give the players hell.
- Reward the players.

How to do each of these has been touched on in the rest of this game, but we'll expand on them here.

Make Up Situations

A situation isn't anything more than when one fellow wants something and another fellow doesn't want to let that happen. The key for running the game is to put the players' characters in the thick of it. Think about some of your favorite novels or movies for ideas. Some generic ones are:

- Some bad guys plan to rob a bank/saloon/town/castle that the PCs are guarding.
- A group of pilgrims needs safe passage through some rough territory.
- A prospector wants a mine cleared out of critters and worse things.
- The PCs are stranded and need shelter; whoever lives in the closest shelter isn't friendly.
- And there's always Old Faithful: there's some treasure to be had and the PCs aim to have it.

This last one has an interesting twist in a Western story: *there's a reward out for delivering a wanted man to the law dead or alive*. GMs should feel free to use the hell out of this. It's the Western equivalent of a cloaked man in a fantasy bar with a job that needs doing. The PCs can't resist it. Recommended rewards are $100 for your run of the mill bandit, up to $5,000 or even $10,000 for a body so infamous that the sun darkens at their name.

Set Up The Adventure

There's not a lot to this in *Owl Hoot Trail*. Characters and creatures are easy to build. Before play, make all the characters you think you'll need. You can keep them on index cards to help during play. In addition, make up some generic statistics for level-appropriate characters. Having a generic gun-slinger, shopkeep, or fast desert predator around to pull out for unexpected encounters is always helpful. Likewise, make a list of male and female names to quickly reference during play. This way, your game doesn't pause for you to make up a name for each random character that pops up.

Maps will help your game run well. Before play, sketch out maps of major locations that you expect the characters might end up at.

Give the Players Hell

During the game, you're going to have to play all the characters that the PCs interact with. Make the ones that are friendly to the PCs plenty helpful. Few things are as frustrating as a game where you've got to pry every last nugget of information out of each character. Friendly characters should talk freely.

Unfriendly characters, however, should be dangerous and crafty. Humans and their ilk will lie, cheat, lay traps, and worse. Monsters are just as bad. A vampire with **WITS** 3 is smarter than most PCs. Use that to your advantage.

Something to watch out for is *railroading*. This is when you've got a plan of how an adventure's going to go ahead of time, and you use your power to force the PCs into that plan. They will resist, as they should. The players are going to be wily and try to find ways out of the danger you have planned for them. Be ready for that. By having crafty foes that think and react, you can avoid railroading.

Reward the Players

There's three major rewards for players and their characters: experience points, treasure, and status. Experience points have a system outlined in the *Advancement* section. Feel free to give small spot XP bonuses for smart ideas or good roleplaying. Judge the difficulty of challenges after they are completed. Something that seemed deadly at first might be simple, or vice versa. Challenges are usually the same difficulty for all characters involved, but that doesn't have to be true.

Keep a close eye on treasure. You want to reward the players, but part of the fun of the game is managing resources. Keep treasure reasonable. A good rule of thumb is about $100-200 per PC level per adventure.

Lastly, make the PCs famous or infamous. They are Big Men or Women and bartenders, hoteliers, and shopkeeps will notice that. As they adventure more, let their legend grow and even give them leverage when talking with folks.

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